

3

CLAIM LISTING

Following is a listing of claims as they stand, entered in this application. No amendments, additions or cancellations are made hereby.

1. (Previously presented) A system, which may be used with at least two client nodes which are adapted to communicate with one another via an instant messaging utility and further which are adapted to communicate with one another via a video conference utility, comprising:

an instant messaging server for supporting instant messages between the at least two client nodes;

a second server for supporting a video conference between the at least two client nodes; and

a video conference resource allocator, communicatively coupled to said instant messaging server and said second server, said video conference resource allocator adapted to allocate video conference resources in said second server in response to a request for a video conference from said instant messaging server, such that a video conference may be initiated between the at least two client nodes, and further adapted to communicate to the at least two client nodes, via said instant message server, resource information enabling the at least two client nodes to join the video conference.

2. (Previously presented) The system of claim 1, wherein at least one of the client nodes participates in the video conference via the public switched telephone network (PSTN).

3. (Previously presented) The system of claim 1, wherein at least one of the client nodes participates in the video conference via cellular communication.

4. (Previously presented) The system of claim 1, wherein at least one of the client nodes participates in the video conference via a computer.

5. (Previously presented) The system of claim 1, wherein at least one of the client nodes participates in the video conference via a network gateway.

6. (Previously presented) The system of claim 1, wherein at least one of the client nodes participates in the video conference via a video conferencing standard protocol.

7. (Previously presented) The system of claim 1, wherein at least one of the client nodes participates in the video conference via an ISDN standard protocol.

8. (Previously presented) The system of claim 1, wherein at least one of the client nodes participates in the video conference via an ATM standard protocol.

9. (Previously presented) The system of claim 1, wherein the instant messaging server contains information related to communication modes of the client nodes used to participate in the video conference.

10. (Previously presented) The system of claim 9, wherein the communication modes comprise communication via the public switched telephone network (PSTN).

11. (Previously presented) The system of claim 9, wherein the communication modes comprise cellular communication.

12. (Previously presented) The system of claim 9, wherein the communication modes comprise communication via a computer.

13. (Previously presented) The system of claim 9, wherein the communication modes comprise communication via a gateway.

14. (Previously presented) The system of claim 9, wherein the communication modes comprise communication via a video conferencing standard protocol.

15. (Previously presented) The system of claim 9, wherein the communication modes comprise communication via an ISDN standard protocol.

16. (Previously presented) The system of claim 9, wherein the communication modes comprise communication via an ATM standard protocol.

17. (Previously presented) The system of claim 1, further comprising a data base communicatively coupled to said instant messaging server for storing information related to the client nodes used to initiate the video conference.

18. (Previously presented) The system of claim 17, wherein the data base receives the information from the instant messaging server.

19. (Previously presented) The system of claim 17, wherein the information is related to communication modes of the client nodes used to participate in the video conference.

20. (Previously presented) The system of claim 19, wherein the communication modes comprise communication via the public switched telephone network (PSTN).

21. (Previously presented) The system of claim 19, wherein the communication modes comprise cellular communication.

22. (Previously presented) The system of claim 19, wherein the communication modes comprise communication via a computer.

23. (Previously presented) The system of claim 19, wherein the communication modes comprise communication via a gateway.

24. (Previously presented) The system of claim 19, wherein the communication modes comprise communication via a video conferencing standard protocol.

25. (Previously presented) The system of claim 19, wherein the communication modes comprise communication via an ISDN standard protocol.

26. (Previously presented) The system of claim 19, wherein the communication modes comprise communication via an ATM standard protocol.

27. (Previously presented) The system of claim 1, wherein the second server is a network video conferencing server which supports video conferences using a network video conferencing protocol.

28. (Previously presented) A communication method which may be employed in a system including at least two client nodes which are adapted to communicate with one another via an instant messaging utility and further which are adapted to communicate with one another via a video conference utility, comprising:

providing an instant messaging server for supporting instant messages between the at least two client nodes;

providing a second server for supporting a video conference between the at least two client nodes; and

providing a video conference resource allocator, communicatively coupled to said instant messaging server and said second server, said video conference resource allocator adapted to allocate video conference resources in said second server in response to a request for a video conference from said instant messaging server, such that a video conference may be initiated between the at least two client nodes, and further adapted to communicate to the at least two client nodes, via said instant message server, resource information enabling the at least two client nodes to join the video conference.

29. (Previously presented) The method of claim 28, wherein at least one of the client nodes participates in the video conference via the public switched telephone network (PSTN).

30. (Previously presented) The method of claim 28, wherein at least one of the client nodes participates in the video conference via cellular communication.

31. (Previously presented) The method of claim 28, wherein at least one of the client nodes participates in the video conference via a computer.

32. (Previously presented) The method of claim 28, wherein at least one of the client nodes participates in the video conference via a network gateway.

33. (Previously presented) The method of claim 28, wherein at least one of the client nodes participates in the video conference via a video conferencing standard protocol.

34. (Previously presented) The method of claim 28, wherein at least one of the client nodes participates in the video conference via an ISDN standard protocol.

35. (Previously presented) The method of claim 28, wherein at least one of the client nodes participates in the video conference via an ATM standard protocol.

36. (Previously presented) The method of claim 28, wherein the instant messaging server contains information related to communication modes of the client nodes used to participate in the video conference.

37. (Previously presented) The method of claim 36, wherein the communication modes comprise communication via the public switched telephone network (PSTN).

38. (Previously presented) The method of claim 36, wherein the communication modes comprise cellular communication.

39. (Previously presented) The method of claim 36, wherein the communication modes comprise communication via a computer.

40. (Previously presented) The method of claim 36, wherein the communication modes comprise communication via a gateway.

41. (Previously presented) The method of claim 36, wherein the communication modes comprise communication via a video conferencing standard protocol.

42. (Previously presented) The method of claim 36, wherein the communication modes comprise communication via an ISDN standard protocol.

43. (Previously presented) The method of claim 36, wherein the communication modes comprise communication via an ATM standard protocol.

44. (Previously presented) The method of claim 28, further comprising communicatively coupling a data base to said instant messaging server for storing information related to the client nodes used to initiate the video conference.

45. (Previously presented) The method of claim 44, wherein the data base receives the information from the instant messaging server.

46. (Previously presented) The method of claim 44, wherein the information is related to communication modes of the client nodes to be used to participate in the video conference.

47. (Previously presented) The method of claim 46, wherein the communication modes comprise communication via the public switched telephone network (PSTN).

48. (Previously presented) The method of claim 46, wherein the communication modes comprise cellular communication.

49. (Previously presented) The method of claim 46, wherein the communication modes comprise communication via a computer.

50. (Previously presented) The method of claim 46, wherein the communication modes comprise communication via a gateway.

51. (Previously presented) The method of claim 46, wherein the communication comprise communication via a video conferencing standard protocol.

52. (Previously presented) The method of claim 46, wherein the communication modes comprise communication via an ISDN standard protocol.

53. (Previously presented) The method of claim 46, wherein the communication modes comprise communication via an ATM standard protocol.

54. (Previously presented) The method of claim 28, wherein the second server is a network video conferencing server which supports video conferences using a network video conferencing protocol.